

Names (max. 2): _____

Title: _____ Project #: _____

CMed 20/30

AUDIO – News/Sportscast

Description

This project requires you with a crew (maximum 2) to produce a 3-minute radio news and/or sportscast with a 30-second commercial. Your news/sportscast must include radio station id, announcer introductions with the date, a 30-second commercial partway through and conclusion as well as background opening and closing music and sound effects.

Format

This audio project can be completely fictional or based on real news and/sports. You can choose to do more news features, base it solely on sports or do a mix of both. Newscasts typically have local, regional, national and international portions. Sports could cover highlights from a variety of different sports and teams, focus solely on one sport or even focus on one team. It works best with two announcers that take turns reading sections or even converse back and forth.

Although only two people can get credit for one of these projects, more may be involved in the acting portions if required. They do not have to be enrolled in this class to participate.

Pre-Production Elements

Decide if you are going to focus on news, sports or do some of both. Then decide if it is going to be fictional or based on reality. If basing on real events, be careful to avoid plagiarizing others' intellectual property.

Create a brief outline – a paragraph or two describing the focus of your broadcast and if it is fictional or not. List people involved and what their roles are and what characters they might portray.

Build your news/sportscast script including station id, introductions, date and conclusion. Build your commercial script and decide when the commercial break should come.

Rehearse your script with proper pronunciation, especially names. Yes, you will be able to have the script in front of you since this is audio only but we should NOT hear papers rustling or hesitation in voices. We should hear tone, inflection and feeling in what is read. This is also a good time to test the limits of your recording equipment. Consider anything that might interfere with sound quality and find a way to work around it.

Also, note the items in the scoring table below.

Scoring (20% - 25%)

	Hard copy	E-file
<input type="checkbox"/> Outline – typed and printed	✓	X
<input type="checkbox"/> Scripts (news/sportscast and commercial) – typed and printed	✓	X

Production Elements

Record the audio with minimal background noise and/or disturbances. If you have others helping with production, remember that their time is valuable – have everything ready in advance and record only the portions that require those people at that time. Remember to leave pauses in the conversations wherever sound effects will be added. Review the recorded audio for accuracy, proper pronunciations, suitable emotion and feeling, background noise, pops, static, etc. Re-record any necessary portions.

Scoring (30% - 40%)

- | |
|---|
| <input type="checkbox"/> sufficient duration (min. 4 minutes including introductions, skit and conclusion) |
| <input type="checkbox"/> voices are clear with proper pronunciations, no interference of background noises |
| <input type="checkbox"/> free of static, echo, pops, cuts; recorded at reasonable level (not too loud or quiet) |

Post-Production Elements

Using available audio software, make cuts and edits where necessary. Adjust levels where needed and remove any static, pops, etc. as much as possible. Add music and sound effects in at this point where required and make any necessary adjustments to the levels.

Get a Peer Review and be prepared to make some last-minute changes. Export the final production as an **mp3** file. Complete a Project Reflection form.

Scoring (30% - 50%)

	Hard copy	E-file
<input type="checkbox"/> Peer Review	X	✓
<input type="checkbox"/> Audio file saved to proper folder as an mp3	X	✓
<input type="checkbox"/> Project Reflection form	X	✓

SUMMARY

A single element, done well, can be outstanding, however, done poorly, can bring down the entire feel of the entire production. Weight each category accordingly. Total must equal 100.

Category	Weight Range	Choose a weighting	Score
Pre-production	20% to 25%		
Production	30% to 40%		
Post-production	30% to 50%		
TOTAL		100%	